JACOB
WHEELER

PROFILE

I am currently working on my Masters of Design Innovation at Victoria University through a research scholarship. I've already employed valuable skills from my work at Massey University and I'm keen to start contributing to the game industry and leave my mark through developing fun and engaging experiences.

EDUCATION

MASTER OF DESIGN INNOVATION, MBIE SMART IDEAS SCHOLARSHIP

Victoria Univeristy, Wellington, New Zealand
MAR 2024 - JUL 2025

- Worked within a research group to design and develop workflows for motion capture machine learning models to run in Unreal Engine 5.4
- Experience with performance capture workflow, worked with student actors for a short digital performance piece
- Experience with C++, Unreal Engine 5 Blueprints

BACHELOR OF SCREEN ARTS, MAJOR IN GAME DEVELOPMENT

Massey University, Wellington, New Zealand
FEB 2021 - NOV 2023

- Worked in diverse groups to produce finished projects across disciplines
- Experience with C#, Python, HTML, CSS, Unity, Figma
- Multi-disciplinary experience - 3D & 2D art, VFX, video production, sound production,
- Pathway in Web Design/Development

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🌐 **PORTFOLIO**
redtrigger.xyz

WORK EXPERIENCE

NZGDC 2023 Volunteer

2023   NZGDA, Wellington, New Zealand

Provided vital support to speakers and guests, managed talk schedules, aided Conference staff with tech, and maintained proactive communication regarding event issues and updates.

Crew Trainer

2020 - 2022   Mcdonald's, Upper Hutt, New Zealand

Seamlessly assisted managers, trained and managed crew members across multiple stations, prioritized safety, excelled in fast-paced problem-solving, and consistently exceeded expectations in delivering high-quality service.

SKILL STATEMENT

Demonstrated an advanced level of problem solving as a core member of a game dev team, working to resolve issues with code and git as they came up. Worked within multible different team members prototypes, adapting to their work, and providing assitance. While also producing my own additions, resulting in a successful final project, Bobbi Bones.

INTERESTS

Gaming   Technology   TTRPGs   3D Printing

EDUCATION CONT.

NCEA LEVEL 3 WITH
MERIT ENDORSEMENT & UE

St Patricks College, Silverstream, New Zealand
FEB 2016 - DEC 2020

- Experience developing UI/UX experiences alongside
complete brands with Adobe XD, Illustrator,
and Photoshop
- Development of various websites utilising both
static and dynamic principles
- Experience working with Microsoft 365 Suite
including Access and Excel

PLAYTEST EXPERIENCE

PIKPOK

Onsite, Wellington, New Zealand

OCT 2023	Mobile - Arcade, Casual
JUL 2024	VR - Racing, Simulation
SEP 2024	Desktop - Survival, Management
SEP 2024	VR - Racing, Simulation

BEYOND GAMES

Onsite, Wellington, New Zealand

| DEC 2023 | VR - Shooter, Party |

BIG ADVENTURE GAMES

Remote, New Zealand

| JUL 2024 | Desktop - Roguelike, Coop |

REFEREES ARE AVAILABLE ON REQUEST